TYRANID ATTACK

DREADNOUGHTS

By Jervis Johnson

Hidden away in the back of the Tyranid Attack rulebook is a section of rules describing how you can use Chaos Dreadnoughts in the game. The rules are necessarily brief (after all, you don't actually get Chaos Dreadnought models in the game) and quite a few players have written in to me asking if I could explain the rules in a bit more depth, and also whether it is possible to use any other Dreadnought models with the game. Never being one to let my adoring public down, I've put together this article to answer both sets of questions at the same time!

DREADNOUGHTS IN THE WARHAMMER UNIVERSE

The Dreadnought is the ultimate form of personal armour. Inside his giant armour suit, the wearer – or more correctly the pilot – controls the Dreadnought's movement, armament and defences. Dreadnoughts are a common sight on battlefields across the galaxy, being ideally suited to close support and spearheading attacks in dense terrain where their thick armour and heavy weapons are a real advantage. These characteristics make Dreadnoughts ideal for boarding actions, where their relatively small size means that they are the only armoured vehicle that can move about the narrow corridors and through the small doorways found on a typical spacecraft or Tyranid hive ship.

Although employed by every race in the Warhammer 40,000 universe, Dreadnoughts are complex machines that require special materials to construct and special skills to pilot. Nevertheless, some are more complex than others. Ork machines are among the most primitive and least reliable. Human machines are solidly built and efficient and Eldar Dreadnoughts are probably the most sophisticated of all. The main differences between each type of Dreadnought is described below and the special gaming rules for each type reflect these vital racial differences.

Space Marine Dreadnought

The pilot of a Space Marine Dreadnought is not an ordinary Space Marine but one of the Old Ones – a Space Marine mortally wounded in battle long ago. Rather than being allowed to die he has been implanted inside the Dreadnought, his nervous system connected directly to the machine itself. The Space Marine now only exists as a tightly curled and shrivelled organic component deep inside the Dreadnought. He loses all sensation from his body and relies completely on the artificial senses of the machine. Space Marine Dreadnoughts are often very ancient, sometimes many thousands of years old. They are revered by the other Space Marines as potent warriors and also as living embodiments of the Chapter's proud history.

Chaos Dreadnought

A great Chaos Space Marine Champion may be fortunate enough to find himself implanted into a Dreadnought rather than die of his wounds. Just as Space Marine Dreadnoughts combine the barely living remnants of a Space Marine with a complex fighting machine, so the Chaos Dreadnought uses sophisticated technology and arcane secrets to prolong the lives of Chaos Champions in machine form. The Chaos Dreadnoughts derive from the ancient time before the Horus Heresy, but many of these machines have mutated under the warping power of Chaos into a combination of bone, metal, and living flesh. Relatively few survive and they are carefully maintained and repaired by Chaos Dwarf artificiers. If the Dreadnought's occupant is killed in action, the Dreadnought is recovered and refurbished to house a new Chaos Champion.

Ork Dreadnought

The Ork Dreadnought is piloted by a Gretchin which has been surgically implanted into the machine by the combined efforts of an Ork Painboy and Mekboy. Gretchin are fortunately very resilient and usually survive the operation to wake up and find themselves wired into a huge metal body which is even bigger and stronger than an Ork's! This is very cheering for the Gretchin who has had to suffer years of beating from his Ork masters, and not surprisingly the power goes to his head. In battle, Ork Dreadnoughts often charge off towards the first enemy they see, bellowing loud metallic "Waaargh!" noises out of their speakers. Fortunately, most Ork Dreadnoughts are equipped with a couple of fearsome power claws so that the Gretchin can work off some of its angst in close combat and then (hopefully) settle down for the rest of the battle.

Eldar Dreadnought

Wraithguard are cybernetic warriors controlled by the spirits of dead Eldar heroes. Wraithguard bodies come in a number of different sizes ranging from man-sized to Dreadnoughts. Indeed, Eldar Titans are in a sense large Wraithguard themselves. The Eldar spirits are held in a *spirit stone* and interface directly into the psychic Wraithbone core of the Wraithguard suits. The spirits gradually lose their perception of the material universe in a physical respect, eventually 'seeing' purely in terms of emotions and psychic flux. Because of their increasingly psychic perception, Wraithguard need to have friendly troops or psykers nearby to act as an anchor or reference point for their perception of reality, otherwise they become confused and act randomly. Because of their nature, Wraithguard make powerful opponents for daemons, being in a sense daemons of the material universe themselves.

Tyranid Screamer Killer

The Screamer Killer is one of the larger Tyranid bio-constructs: a living engine of destruction designed for use in assaults, boarding actions and massed battles. Because of its exceptional size and toughness, the Screamer Killer is treated as a Dreadnought in all respects, even though it is a living creature. At close quarters it uses its deadly claws to tear the enemy to pieces, ripping through armour and shredding flesh with ease. The Screamer Killer's ranged attack is even more terrible. Rasping plates in the mouth, gases secreted in the lungs, and a high frequency scream produced by the creature's vocal cords combine to produce a highly unstable bio-plasma energy bolt. This forms for a split-second in front of the Screamer Killer, held in place by a flickering electrical field generated around the creature's claws, before it is belched forth to burn its path across the battlefield and explode with incandescent fury.

USING DREADNOUGHTS IN TYRANID ATTACK

Dreadnoughts may now be used by either player in Tyranid Attack. The Tyranid player may include Chaos Dreadnoughts, Ork Dreadnoughts and Screamer Killers with his defending forces, while Space Marine and Eldar boarding parties may include Space Marine or Eldar Dreadnoughts respectively. Whichever side is using them, the Dreadnought must be represented by an appropriate model, which really should be painted if you want it to fight effectively! Included with this article are a set of Dreadnought *Data Cards* which include all of the information you will need in order to use the appropriate Dreadnought model in Tyranid Attack.

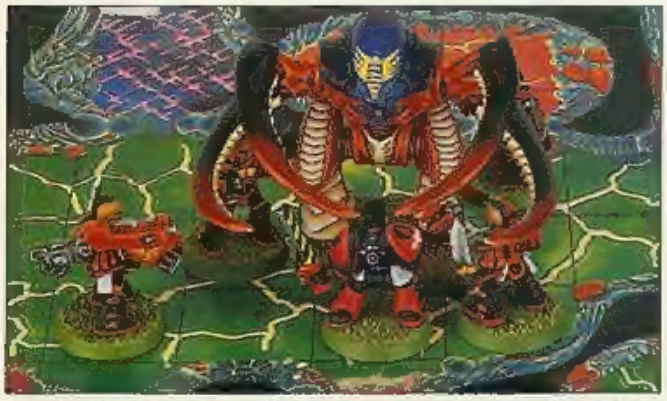
If the Tyranid player has any Chaos Dreadnought, Ork Dreadnought or Screamer Killer models he may add them to his available forces for the game, as described on the Additional Force List on the back page of the Tyranid Attack rulebook. If the Tyranid player decides to use a Dreadnought, then it counts as **three** models against the number of models he is allowed to take, rather than just one. For example, say that the Tyranid player rolled a '3' for the number of models defending an objective. He could choose to take three normal models, or he could take one Dreadnought instead. Note that this means that the Tyranid player may **not** take a Dreadnought if he is only allowed to place one or two models on the board. As Chaos Dreadnoughts and Ork Dreadnoughts are captured *mind slaves*, while Screamer Killers are special *bio-constructs*, each model may only be used once per game.

Space Marine and Eldar Dreadnoughts

Space Marine Dreadnoughts may be included with any Space Marine boarding party, and Eldar Dreadnoughts may be included with any Eldar boarding party. In order to include a Dreadnought with a Space Marine boarding party you will have to use the rules for designing your own boarding parties included on the Additional Force List on the last page of the Tyranid Attack rulebook, and you will need the rules for using the Eldar in Tyranid Attack from WD159 in order to use Eldar Dreadnoughts. Both Space Marine and Eldar Dreadnoughts cost 15 points each.

Moving Dreadnoughts

Dreadnought models are large and impressive, and at first glance it may appear that they take up more than one square on the board in Tyranid Attack. In fact this is not the case, and although the Dreadnought model is large, you should place it on the board so that it is centred on a single square. This square is the one used for movement, line of sight to or from the model, combat and so on.



You'll find that although the Dreadnought's base is slightly larger than the square it is placed in, there is still plenty of room to fit models into the adjacent squares.

The Screamer Killer may move just like any other model.

The Screamer Killer has moved four squares.

Dreadnoughts And Combat

Most Dreadnoughts can be fitted with a wide variety of different weapon combinations. The Dreadnought's data card has the quantity and rules for the weapons that may be fitted to the Dreadnought. At the end of the day, however, the actual 'weapon fit' for a Dreadnought is determined by the model itself. So if you have an Ork Dreadnought model that is armed with a lascannon, a heavy bolter, and two power claws, then these are the weapons it must use if you want to include it in a game of Tyranid Attack! When a Dreadnought fires it may fire all the weapons it is carrying, not just one of them. The weapons may be fired all at the same target, or each may fire at a different target.

All Dreadnoughts have a basic hand-to-hand combat value listed on their data card, to which is added the hand-to-hand combat value of the weapons that the Dreadnought is carrying. When a Dreadnought fights in hand-to-hand combat, add the Hand-To-Hand dice for all of the weapons that it is carrying to the Dreadnought's basic hand-to-hand combat value to find out how many dice it rolls for the combat. For example, the Ork Dreadnought described above would roll an extra dice for each of its power claws, which also increase the dice bonus to +2, giving it a grand total of 4D(+2) in hand-to-hand combat instead of its normal 2D(+1)!

Dreadnought Life Points

All Dreadnoughts have more than one life point, the actual number being listed on the Dreadnought's data card. Each successful attack on the Dreadnought reduces the number of life points it has by one. When all the Dreadnought's life points have been lost it is destroyed and must be removed from play. In addition, whenever a Dreadnought loses a life point, one of the weapons it is carrying is damaged and will no longer work. The player in command of the Dreadnought is allowed to decide which weapon is disabled, and should either record this information on a piece of scrap paper or place a suitable marker on the model to show which weapon no longer works. A small piece of white cotton wool attached to the weapon is ideal for this purpose, and the effect can be enhanced further by painting the cotton wool with black and red paint to simulate smoke and fire.

TYRANID ATTACK DREADNOUGHT DATA CARDS

SPACE MARINE DREADNOUGHT

MOVE:	4 squares
POINTS:	15
ARMOUR:	6+
LIFE POINTS:	3
HAND-TO-HAND:	2D(+1)

WEAPON FIT:

The Space Marine Dreadnought may have up to two weapons chosen from the list below.

Weapon	Range	Fire	Hand-to-Hand	Notes
Lascannon	60	1D(+4)	-	Add +4 to the score of the dice when you attack a target with theLascannon. However, a score of '1' on the dice before the bonus is added is always a miss.
Missile Launcher	72	2D	-	The Missile Launcher attacks any models adjacent to the main target with 2 dice each.
Power Fist & Bolter	24	3D	1D(+2)	A Space Marine Dreadnought armed with a Power Fist adds +2 to its score in hand-to-hand combat instead of only +1.

ORK DREADNOUGHT

MOVE:	4 squares
ARMOUR:	6+
LIFE POINTS:	2
HAND-TO-HAND:	2D(+1)

WEAPON FIT:

The Ork Dreadnought may have up to four weapons chosen from the list below.

Weapon	Range	Fire	Hand-to-Hand	Notes
Lascannon	60	1D(+4)	-	Add +4 to the score of the dice when you attack a target with the lascannon. However, a score of '1' on the dice before the bonus is added is always a miss.
Heavy Bolter	48	4D	-	
Heavy flamer	6	2D	-	The Flamer is an area effect weapon, and attacks any models adjacent to the target with 2 dice each.
Power Claw	-	-	1D (+2)	An Ork Dreadnought armed with a Power Claw adds +2 to its score in hand-to-hand combat instead of only +1.

CHAOS DREADNOUGHT

MOVE:	**4 squares**
ARMOUR:	**6+**
LIFE POINTS:	**3**
HAND-TO-HAND:	**2D(+1)**

WEAPON FIT:

The Chaos Dreadnought may have up to three weapons chosen from the list below.

Weapon	Range	Fire	Hand-to-Hand	Notes
Bolters	24	2D	-	
Heavy Plasma Gun	12	2D	-	The Heavy Plasma Gun fires at all models along a straight line of squares, which may be horizontal, vertical or diagonal. All targets are attacked with 2 dice each. The line of fire is blocked as soon as it hits a wall.
Missile Launcher	72	2D	-	The Missile Launcher attacks any models adjacent to the main target with 2 dice each.
Power Claw	-	-	1D (+2)	A Chaos Dreadnought armed with a Power Claw adds +2 to its score in hand-to-hand combat instead of only +1.
Assault Cannon	36	4D(+1)	-	Add +1 to the score of each dice when firing the Assault Cannon.

SCREAMER KILLER

MOVE:	**4 squares**
ARMOUR:	**6+**
LIFE POINTS:	**4**
HAND-TO-HAND:	**see below**

WEAPON FIT:

The Screamer Killer is always armed with four Gigantic Claws and one Bio-Plasma Bolt.

Weapon	Range	Fire	Hand-to-Hand	Notes
Bio-Plasma Bolt	24	2D	-	The Bio-Plasma Bolt is an area effect weapon, and attacks adjacent to the target with 2 dice each.
Gigantic Claw	-	-	1D (+2)	A Gigantic Claw adds +2 to the Screamer Killer's dice roll in hand-to-hand combat.

ELDAR DREADNOUGHT

MOVE:	**6 squares**
POINTS:	**15**
ARMOUR:	**6+**
LIFE POINTS:	**2**
HAND-TO-HAND:	**2D**

WEAPON FIT:

The Eldar Dreadnought may have up to three weapons chosen from the list below.

Weapon	Range	Fire	Hand-to-Hand	Notes
Distortion Cannon	72	special	-	The Distortion cannon is an area effect weapon and attacks any models adjacent to the main target as well as the main target itself. Roll a D6 for each target affected: 1-3= No effect; 4-5= Teleported. Move the model to any square you like anywhere on the same board section; 6= Destroyed in the Warp. The model is eliminated no matter how many life points it has left!
Missile Launcher	72	2D	-	The Missile Launcher attacks any models adjacent to the main target with 2 dice each.
Scatter Laser	60	6D	-	
Lascannon	60	1D(+4)	-	Add +4 to the score of the dice when you attack a target with the lascannon. However, a score of '1' on the dice before the bonus is added is always a miss.
Power Fist & Shuriken	24	3D	1D(+2)	An Eldar Dreadnought armed with a Power Fist adds +2 to its score in hand-to-hand combat instead of only +1.
Heavy Plasma Gun	12	2D	-	The Plasma Gun fires at all models along a straight line of squares, which may be horizontal, vertical or diagonal. All targets are attacked with 2 dice each. The line of fire is blocked as soon as it hits a wall.